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**HOME GUARD INSTRUCTION,
No. 51**

**BATTLECRAFT AND BATTLE DRILL
FOR THE HOME GUARD**

PART I

INTRODUCTION AND BATTLECRAFT

(For issue down to Section Commanders—two copies for each of these officers.)

(NOTE.—Scale of issue of No. 50—Section Commanders.)

**WHERE THIS INSTRUCTION IS AT VARIANCE WITH
PREVIOUS HOME GUARD INSTRUCTIONS THIS
INSTRUCTION WILL BE ADHERED TO.**

*Prepared under the Direction of the
Commander-in-Chief, Home Forces.*

G.H.Q., HOME FORCES,
September, 1942.

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FOREWORD.

When you get this Instruction *read it straight through*. Then read through Part II which will be issued at the same time. *Having read both Part I and Part II quickly you will have the general picture in your mind.*

Then will be the time to read Part I in detail and to get to work on it.

There is nothing very new about battlecraft or battle drill. Many versions of it have been picked up by Home Guard units from the field army. *This Instruction, in its several parts, is prepared especially for the Home Guard.*

Follow its teaching and sequence. Learn the principles. Adapt the doctrine to your operational rôle and area.

By adhering to this Instruction, a uniformity of sound principles will be achieved. By applying the doctrine to the rôle in each locality the flexibility and country-wide character of the Home Guard will be strengthened, not weakened. Master the Drills. Make use of them. *Do not become a slave to battle drill at the expense of battlecraft.*

Part III, "Patrolling," and Part IV, "Town Fighting," will be issued shortly. Further parts will be issued, in due course, to cover all the tactical activities of the Home Guard.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

BATTLE DRILL FOR THE HOME GUARD

PART I.

CHAPTER I.

INTRODUCTION.

Sec. 1. Organization of the Home Guard and Battle Drill.

1. The defensive positions that are manned by the Home Guard have, as part of their garrison, parties of men detailed off for patrolling and offensive defence. *These parties must be organized, trained and led.*

The best organization, both for training and control in war, is that of the infantry platoon and section, as used in the field army.

Therefore the parties, detailed off from Home Guard platoons and sections, for active defence and patrolling, will be organized as follows into :—

i. *Squads* (the equivalent of the infantry sections).

ii. *Battle Platoons* (the equivalent of infantry platoons).

These terms *will* be used to avoid confusion with the existing Home Guard section and platoon.

2. The squad will normally go into the field at a strength of one squad leader and seven men. There must be trained men behind each squad to provide reliefs and to replace casualties. Therefore do not organize an additional squad in your platoon until you can provide at least three men in reserve to each squad you will have.

3. The battle platoon is two or more squads working together under a battle platoon H.Q. The H.Q. will consist at least of a battle platoon commander, battle platoon serjeant and runner.

4. The battle drills that follow in Parts II, III and IV are based on the squad of 1 and 7 and the battle platoon of a H.Q. and three squads. They are the ideal formations. Many of the drills can be done with less. The more men who are trained, over and above the numbers shown, the better. Like everything in battle drill *these numbers are not hard and fast, but the best for most jobs.*

5. The weapons described are those likely to be met in most Home Guard units.

N.B.—The term B.A.R. equals Browning Automatic Rifle OR Lewis gun—whichever you have got.

Sec. 2. Object and description of Battle Drill.

1. Battle drill is a system of elementary training that combines :—

i. Foot drill

For attention to detail and instinctive obedience.

- ii. Physical fitness and battlecraft For fitness for battle.
- iii. Weapon training For ability to kill.
- iv. Minor tactics and junior leading For control and team work with men and weapons.
- v. Rehearsal for war So that all ranks can be word perfect in their part.
- vi. Battle discipline Training to stick it out.

2. Battle drill combines all the individual training learnt, both by the men and junior leaders, moulding the individual experts in detail into fighting teams of the squad and battle platoon.

3. The drills are of two kinds :—

i. The tactical sorts. Each of which is a good way of dealing with a number of common tactical situations that may face the battle platoon, squad or individual Home Guard.

ii. The parade ground sorts. These, two in number, represent the basic tactical drills broken down into easy stages. They are "tactics by numbers."

4. Battle drill for the Home Guard is basically the same as that for the field army. It differs only in so far as the Home Guard have less time for training, different weapons, a limited rôle and, from their very character, a different standard of physical fitness and youth.

Sec. 3. How to use Battle Drill.

1. Battle drill is a means to an end. Drills are not hard and fast, but a basis only for sound tactics in war. By practising a good way of dealing with a problem, junior leaders and individuals will do it well in war. Sound methods, taught and practised, will enable the good man to think clearly and act in the light of his knowledge. Under the strain of war the inexperienced will still know what to do.

2. Every man of the Home Guard knows his operational rôle in case of enemy action. In towns and in rural districts, each platoon of the Home Guard will have its own operational area. Apply the drills to the problems of your own area. Constant practice will make for speed and certainty when the time comes.

3. The Home Guard can develop the advantage of local knowledge, which will be of little avail if they are not toughened to receive the blow the enemy will give, nor if they are unfit for battle.

Discipline is the toughening required. Discipline means "a soldier-like attention to detail." Discipline is achieved by always doing the job right and by all leaders insisting on each detail being right. Part I of the Instruction, gives details of individual training. These must be observed in all later training for war.

Fitness for war will grow as the drills are mastered.

4. The battle drill system, logically used throughout training, will produce the efficiency, unselfishness and pride of unit, that is the outward and visible sign of good discipline. It has been found in practice to bring out the best in men and to kindle their enthusiasm.

5. Battle drill is hard training for hard men *whose rôle is to go out and hunt the enemy. Use it to the full for those who are young and fit, whose rôle is the offensive defence.*

Older, steadier Home Guards will not be called on to achieve feats of physical endurance. Theirs is not the mobile rôle. Therefore, the full course of battle drill is not for them.

Let them learn to observe and yet remain unseen themselves, to be masters of their weapons. Battle discipline they must have and they should undergo battle inoculation.

They will learn their job and help the active ones if they act as enemy in battle drill exercises. There is room here for all the skill and enthusiasm they can give.

6. Don't be too ambitious in the scope of battle drill training. The Home Guard battle drills have been designed for the limited rôle and time available to the Home Guard for training. *If field army instructors are available, make them stick to this book. Do not let them waste your time by teaching advanced schemes and drill detail that are suited to the field army but not to the Home Guard.*

Sec. 4. Sequence of instruction.

1. Look back to Section 2, i. The first things to teach are those numbered i to iii. *Don't go on until they are understood.* A man must know how to hide himself, to crawl and to shoot before he starts minor tactics as part of his squad.

(Battlecraft is covered in Part I of this Instruction. Foot drill and weapon training are covered in Home Guard Instructions.)

2. Next come iv and v. The sequence of instruction will be:—

i. *Demonstration, with explanation, of the drill done tactically on suitable ground.*

ii. *Demonstration with explanation of the parade ground version of the drill (if there is one).*

iii. *Practice of the parade ground drill (if there is one), done by squads and battle platoons.*

iv. *Practice of the drill done tactically on ground in the operational area of the unit.*

N.B. The practising and perfection of the demonstration squad is the first essential.

3. Finally vi, battle discipline will be built up throughout Home Guard training from the day of joining and maintained to the end.

Insistence on correctness of detail throughout the war will be difficult to maintain. But war is hard, and training for war **must** be hard too.

Remember, in this connection, that it is an offence against discipline for a man to show himself to the enemy on training when, by crawling, he would remain unseen.

Sec. 5. Instructors and teaching.

1. The whole success of the battle drill system of training depends on the instructors. **THEY MUST BE ENTHUSIASTS.** Their battlecraft, weapon training and tactics must be sound.

2. *The first job of these instructors is to teach a demonstration squad and then to teach instructors in their units.* These should be battle platoon and squad commanders.

3. Battle platoon and squad commanders pass on battlecraft and battle drill to their commands.

4. Battle drill is a progressive system of training. Teach a drill first and then teach how to adapt it to the ground. Master the drill and then use it. Don't be dogmatic about it, as long as the application is sound. Correct **EVERY** point that is not sound. This is essential for building up battle discipline and making men think.

5. **Night training.** The Home Guard will be called upon to fight at night even more than by day. A man is not trained for war until he is as proficient at night as he is by day.

6. Keep interest going by mutual criticism. Always have the enemy represented. *The umpire instructor must always describe the enemy fire.* Insist on "war conditions" being observed, **except** in the parade ground versions.

Sec. 6. Use of live ammunition.

1. Live ammunition used in field training serves three purposes:—

- i. To get men used to being shot at. This is battle inoculation.
- ii. To get men used to spotting the enemy who is shooting at them.
- iii. To get men used to shooting to kill under field service conditions.

2. Live ammunition may be used by Home Guard on training under the following conditions:—

- i. Provided that all arrangements are approved by sub-area H.Q. concerned.
- ii. Provided the expenditure of ammunition has been authorized.
- iii. Provided that the rules laid down in Appendix A of Part I of this Instruction are complied with.

3. Suggested methods of using live ammunition are included at the end of Parts I and II of this Instruction. There will not be enough ammunition for all of them to be done. The use to be made of training ammunition will be laid down from time to time as it becomes available.

4. Use of live ammunition will add to the interest of training. Once it has been used remember the lessons it taught.

Sec. 7. Ground for training.

1. For parade ground drills any flat open space will do—100 yards by 50 yards is the minimum—200 yards by 100 yards is the ideal.

2. *For all other drills any part of the operational area will do. Try to cover the whole area during the period of training. This is the way to learn your own ground.*

3. For use of live ammunition in training, sub-area commanders can requisition the necessary ground.

CHAPTER II.

BATTLECRAFT.

This chapter will be read in conjunction with M.T.P. No. 33 (issued down to section commanders).

Sec. 8. Introduction. Need for Battlecraft.

NOTE.—Battlecraft is a term which covers all points of training that go to make the individual fit for war. Fieldcraft, in town as well as country, weapon training and battle discipline are all included.

When teaching battlecraft the following four points will be kept in mind :—

i. *This is a war of infiltration.* The enemy seeks to win battles by pushing individuals through, under cover of smoke and darkness, where formations could not pass.

These men are experts. In defended localities they are the special prey of the Home Guard. *To make sure of your quarry, be sure your battlecraft is better than theirs.*

ii. *Use of ground is NOT defensive. Use ground to get close to the enemy, so as to kill with certainty.*

Use ground to get surprise.

iii. *Use ground to get observation and deny it to the enemy.* You cannot kill without knowing where the enemy is. He cannot kill you unless he knows where you are.

iv. *Bushes are not bullet-proof.*

If you dive for cover behind a bush or fence the enemy will shoot there. *Therefore, when you dive for cover, make it a rule to move a few yards after you have taken cover.*

This is the first drill. Make it automatic EVERY TIME.

Sec. 9. How to teach Battlecraft.

1. **Object of the lesson.** Make this clear to all ranks.

N.B.—*The instructor must be clear first of all.*

2. **Demonstration.** This must be done skilfully and with explanation showing :—

- i. A wrong way—and why it is wrong.
- ii. The right way.

3. **Practice.**

i. Always have the enemy represented. One man or one squad against another is the best way. *The umpire instructor must describe the effect of enemy fire and make the learner take notice of it.*

ii. Have enough instructors to watch all men so that every fault is checked. Correct small faults at once, big mistakes later.

• *N.B.—If instructors are short try mutual instruction.*

4. **Questions and discussion of lessons.**

After practice, run over the lessons, emphasize the object, note any points and take any questions. *Remember the subject learnt and see that use is made of it in future.*

5. **Equipment and dress..**

i. *Light battle order.* When the individual or squad has a special mission to do they should dress and be equipped for it.

For example : A patrol in a rural district that will be operating over a wide area and for long periods of time will require to carry all its weapons and ammunition as well as food and water.

A patrol engaged in night fighting in a town might be away for less than an hour, taking only the weapons it required and it might well wear rubber gym shoes.

Therefore in the training that follows the men should be dressed and equipped according to the operational rôle of their unit and the task in hand.

Sec. 10. Individual movement.

1. **General.**

i. Every officer and man of battle platoons and squads must be master of the following movements. Familiarity with them may save the life of a man, whether in a battle platoon, or not.

ii. In all individual movement in face of the enemy remember :—

- (a) *Movement is easily spotted by day.*
- (b) *Movement is easily heard at night.*
- (c) *Slow movement, by day or night, is less easily discovered than quick movement.*

2. **Movement by day.**

i. *Without arms.*

(a) *Stomach crawl.* NOTE.—This movement is not easy with respirator at the alert. The respirator will normally be worn in the slung position and fastened by the whipcord so as to rest securely in the small of the back. It must be possible to adjust the facepiece within 15 seconds from that position.

Hug the ground flat from toes to chin, arms outstretched in front. Move forward by rolling SLIGHTLY from side to side, driving forward with the thighs.

N.B.—Keep heels and bottom flat.

(b) *Cossack crawl.*

Sit on your haunches, forearms rested on the thighs. Move with short paces, keeping the knees wide apart.

N.B.—Don't bob your head up and down.

(c) *Rolling.*

Learn to roll away from where the enemy has seen you go to cover. Keep your arms to your sides.

N.B.—Practice is necessary to prevent dizziness.

(d) *Hands and knees.* (Monkey crawl.)

Down on hands and knees, fists clenched. Go either sideways or forwards.

N.B.—Train for speed in this movement.

(e) *Walking.*

This is not a slouch! Head erect, eyes observing. A position of readiness for instant action. *A well-balanced man can freeze instantly into immobility and then gradually disappear from view.*

ii. *With rifle, shot-gun or Sten.*

(a) *Walking.*

When not in contact—trail in right hand. When contact is expected—carry the rifle in a position of instant readiness, in both hands across the body, muzzle raised and pointing slightly forward. The position is an easy, natural one.

NOTE.—A bomber, when employed as such WITHIN BOMBING DISTANCE of the enemy, should carry his rifle in his left hand or slung on his left shoulder.

(b) *Stomach crawl.*

Push the rifle in front of you—held in both hands—keep the muzzle, sights and action out of the mud.

(c) *Cossack crawl.*

Rifle held across the body in both hands.

(d) *Rolling.*

Keep the rifle with you as best you can.

(e) *Hands and knees.*

Sling the rifle round your neck.

iii. *With Browning automatic rifle.*

(a) Can be carried like the rifle, see sub-para. ii. above.

(b) Another method—No. 1 lying on his side rests the butt of the gun on the instep of his lower foot, driving forward with the upper foot and leg.

iv. *With Lewis gun.*

(a) As in iii. (b) above.

- (b) Nos. 1 and 2 working together. No. 2 crawls forward, bends back and lifts the gun by the bipod legs, No. 1 lifting the butt forward at the same time.
- (c) No. 2 catches the bipod legs in the back of his equipment with the gun between his legs. No. 1 keeps the butt off the ground. Both crawl forward on their stomachs.

4. *Running—Browning automatic rifle and Lewis.*

- (a) With gun carried by the sling or in the case of the Lewis by the bipod carrying handle (if issued).
- (b) With No. 1 carrying the butt and No. 2 the muzzle.

N.B.—If the muzzle is hot No. 2 will need to make a sling with a handkerchief or pull-through.

vi. *General.*

- (a) In all movement by day or night, a man must *keep perfectly balanced, ready to "freeze" on the instant.*
- (b) *In all movement with arms, a high standard of training is needed to keep the weapon out of the dirt and ready for action.*
- (c) *Learn as many methods as possible. Change methods in a long crawl. This will save fatigue.*
- (d) Train for *speed* in crawling with weapons. This will enable you to *surprise* the enemy.

3. **Movement by night.** (See also Sec. 16 below.)

i. *Silence is golden.*

All movement at night MUST be silent. Silence is more important than speed. Silence can only be achieved by good balance. This needs training. Equipment rattles must be stopped. Strips of hessian or sandbag material are useful for this.

Remember that other sounds (small arms or artillery fire or a high wind for example) will cover the noise of your movement.

ii. *Silhouetting.*

(a) *Avoid sky lines.*

- (b) When a light goes up try to fall flat before the flare ignites. If caught unexpectedly by a flare remain motionless and only fall flat if fired on. A flare should never be looked at as it is impossible to see in the dark for some minutes afterwards. If it is required to observe by the light of a flare keep one eye shut. This obviates total blindness after the flare has gone out.

iii. *Without weapons.*

(a) *Silent walking.*

Body erect, head up, eyes and ears open. Lift the feet well up to avoid brushing long grass or leaves. Feel with the toe before putting the foot to the ground. Put your weight on the next foot gradually. It is usually better to put the weight of the body on the heel first on soft ground and on the toe first on hard ground.

Always squat or lie down when you halt at night.

(b) *Cat crawl.*

Down on hands and knees. Feel along the ground with the hands for twigs or leaves. Move a hand, raise the knee and put it down just behind the hand.

(c) *Kitten crawl.*

The stomach crawl is too noisy. So when crawling full length, raise the body on forearms and toes, ease forward and lower the body again. Feel for twigs with hands before each move.

(d) *Cossack crawl.*

Useful at night—lift the feet well up.

iv. *With arms.*

As for movement by day.

4. Training in movement and crawls.

i. Try the children's game of "saw you move." Blindfold the man for "night practice." Object, to practise the method and to encourage silent movement.

ii. Pair off individuals to stalk each other. Object, to practise the various methods.

iii. *Go for proficiency first and then work up speed.*

iv. For night work, learn to move silently by day first and then try it at night.

Sec. 11. Crossing obstacles. Individual.

1. When normal movement is proficient, go on to crossing obstacles. *Remember that a man is more likely to get shot when crossing an obstacle than at any other time.* This is because of the time it takes, the noise made and the exposure that may be inevitable.

Therefore *silence, speed and agility* are the objects of the training.

2. **Obstacle course.** Choose an awkward bit of country in your neighbourhood, for example, a blitzed area in a town. If none can be found, construct an obstacle course.

The course should include a wall and as many types of fences as possible, including barbed wire, windows to get in at, a balance walk and jumps, steep slopes (e.g. a cutting), and low obstacles to crawl under.

Train individuals over the course by day and by night.

3. Throughout the course *ensure that individuals do not bunch together.*

4. Night training.

i. Teach how to see objects at night by getting down low, so that their silhouette shows up.

ii. Teach how to avoid silhouetting when crossing an obstacle or open gap, by crawling and avoiding skylines.

Sec. 12. Observation training.

1. To attack and kill the enemy you have got to see him first. To do this a high degree of skill is necessary. *This skill can only be got by training and practice.*

2. In addition to the training laid down in M.T.P. No. 33, Section 12, exercises should be developed on the following lines :—

i. Select a bit of average ground and divide it up into, say, a dozen sectors.

ii. Conceal one man in a fire position in each sector. On a given signal he should fire one round of cracker blank or move a little.

iii. When all men have done their act, question the squad under instruction and finally get the demonstration squad to stand up.

iv. This exercise should be repeated with the demonstration squad better and better concealed.

Sec. 13. Cover and Camouflage. Individual.

(See "*Surprise, the first Principle of attack,*" issued down to section commanders.)

1. This subject will be taught as part of the offensive spirit. *Cover and camouflage are means to secure surprise in attack.*

2. The following rules will be learnt by all and practised. Once learnt, any breach of them is an offence against battle discipline. Carelessness in their application may cause the death of a comrade or, worse still, disclose the commander's plan.

i. *Always watch your background.* Just because you have a net on your steel helmet do not stick your head up anywhere. Observe from in front of an object that will break up your outline or shadow. Observe through cover rather than round it. Observe round opaque cover rather than over it.

ii. *Avoid the skyline.*

(a) Remember that an enemy who is lying down 100 yards away will have a better skyline to watch than you expect.

(b) If you have to look over cover, push up a tuft of vegetation very slowly and then observe from behind it.

iii. *Don't look up at aircraft.* Unless your hands and face are darkened they show plainly to the air.

iv. *Be shine conscious.* Much of the Home Guard equipment shines. Brasses should be painted as camouflage paint becomes available. Shiny parts of all weapons should be painted in the same way. Remember that the muzzle of a weapon is always obvious—keep it behind cover. Garnish your steel helmet net and be sure no gleam of metal shows. For patrolling, sniping or observing, darken your face and hands or use some improvised net over your face, and gloves on your hands that will cover the wrist.

v. *Be careful of water.* The reflection in water is like an inverted skyline—look out for it.

vi. *Keep to the shadows.* Shadow, both by day and by moonlight gives excellent cover—use it.

vii. *Track discipline.* New tracks point to military activity, and give away your position. Track discipline must be constantly borne in mind.

3. Methods of teaching.

i. *Movement.* Show, by demonstration squad, good and bad positions; how slow movement is less easily seen than quick; how to “fade” out of a position by moving backwards; how to use a tuft of cover in the hand to look over a skyline; how to “freeze” if spotted; when to move quickly, e.g. across an open gap where there is no cover and one is bound to be spotted.

Explanation during the demonstration—practise after. This rule applies to all the following demonstrations.

ii. *Isolated cover.* Show by demonstration squad the obviousness of isolated cover. The demonstration squad should be in position in open ground, concealed in folds of the ground and in the grass. One bit of isolated cover should be used by one or two men.

Each man of the demonstration squad should fire a round of blank or cracker blank over a period of a few minutes. Spectators should try to pinpoint the firers after all have fired. *The demonstration should bring out that the men behind the isolated cover are in an obvious position.*

NOTE.—A dummy bush or made up isolated cover will make easy the selection of the site.

iii. *Background.* Show by demonstration squad in pairs, right and wrong method. Points to bring out are in para. 2 i, ii, iv and vi above. Show how broken ground hides a man better than open ground.

iv. *Personal camouflage.* Show, by demonstration squad in pairs, right and wrong method; how the face and hands show up; how to garnish the helmet; how to use a tuft of grass, raised in the hand, to cover the head when observing.

Practise the individual stalk, one man against another.

N.B. 1.—*Camouflage and cover depend on the background. Town fighters are affected just as much as country fighters.* The principles are the same, the “local colour” only is different.

2. *Camouflage crimes.* Offences against battle discipline are:—

i. *Eye shields worn on the steel helmet or any other “shine.”*

ii. *Steel helmets worn on the back of the head exposing an expanse of white forehead.*

iii. *Ill-fitting helmet or insecure garnishing that falls off.*

Sec. 14. Cover from fire.

1. *The object of training is to teach all ranks to know the value of the various types of cover, as a protection against all sorts of fire.*

2. Demonstrations of Home Guard weapons should incorporate phases to show the effects of different types of ammunition (for conditions of use of live ammunition see Section 6 para. 2), on the following :—

Brick walls, sandbags, loose earth, timber (growing and cut), concrete, etc.

When next on the open range show the strike of shots fired low. They are like scratches on the turf and prove that a fold in the ground is good cover from fire.

3. In this connection check up that any trench parapets or breast-works are bullet proof, e.g. 5 feet of earth at the thinnest. *In all-round defence this applies also to the parados.* Also check up in any houses prepared for defence.

4. Cover from fire gives the defender these advantages :—

i. Your defences are bullet and splinter proof and you will be safe except from a direct hit from a shell.

ii. When the enemy has to assault, his covering fire must lift. His infantry will have to cover say 100 yards in the open. That is the time to kill him, you are under cover, he is in the open.

Sec. 15. Selection of fire positions.

1. Before teaching this the Home Guard must have learnt how to handle and fire their weapons and at least have passed those Tests of Elementary Training laid down in Home Guard Instructions and S.A.T., Vol. I, various pamphlets.

2. **Object.** To give the man skill in choosing a position from which the fire task can be carried out and which affords cover from view and from fire.

3. **Battlecraft and weapon training are combined together in this stage of training.** As soon as a man had learnt his elementary musketry and has fired his first practices on the range he will use the firing point on the range for cover from view and fire as he would have to in war.

For example, most firing points are raised above the general level of the range. The firer should get down some yards behind the firing point where he will be out of sight of the enemy, in this case the target. To fire his practice, he should crawl forward until he can see his target over the sights—and no further. He will then have as much cover from fire and view as the fold in the ground (the firing point) can give him.

The importance of connecting battlecraft to weapon training on the range must never be forgotten. Battlecraft on the range does not prevent coaching and teaching how to shoot. This will continue as usual.

This combination of weapon training in all weapons and of battlecraft is the basis of all minor tactics and battle drill.

4. **Points to note in choosing a fire position.**

i. Ability to use the weapon freely.

ii. A good view of the ground or target to be covered. (N.B.—This does NOT necessarily mean a long field of fire.)

iii. Cover from view and from fire.

iv. Ability to get to the position under cover.

v. Making the best use of the characteristics of the weapon,

e.g.:—

(a) *Range*. Don't site yourself where you can be out-ranged. (200 yards for rifle and B.A.R., 400 yards for M.M.G. and 100 to 200 yards for sub-artillery.)

(b) *Trajectory*. Flat or high. Look for graze effect with small arms.

(c) *Enfilade*. Make use of the long beaten zone of automatic weapons.

vi. Select the position from ground level.

5. Method of instruction.

i. Give a simple fire task and an area from which it is to be carried out. Squad under instruction carry out reconnaissance, take up position and criticize each other.

ii. Work up to quick action without reconnaissance—followed by criticism. Encourage long, quick crawls to get the best position.

iii. Practise moving from one position to another quickly and without being seen—the object of this is to keep the enemy guessing and will be part of the attack drills.

Sec. 16. Night training.

(See also Home Guard Instruction No. 23.)

1. **General.** The elements of night training have been mentioned in Sections 10 and 11. This section deals more fully with the subject.

2. Points to note about night fighting.

i. *Accurate aimed fire is impossible, therefore good and bad shots are on equal terms.*

ii. *It is difficult for a stranger to keep direction, therefore the Home Guard, being local men, have the advantage of the enemy if they have learnt their ground intimately.*

iii. *At night, hearing largely replaces sight, therefore move silently and be sharp of hearing.*

iv. *Objects are generally visible only against the sky, therefore avoid skylines yourself and watch them for enemy movement.*

v. *Control is difficult at night, therefore work out, perfect and rehearse until it is second nature, the system of formations and signals you will use.*

3. Object of training.

i. To make the best use of points i and ii in the section above.

ii. To minimize the disadvantages of points iii to v.

iii. By as much practise as possible to make all ranks as at ease and efficient at night as they are by day.

4. Keeping direction.

i. *Learn your tract of country intimately by day.* Pick out landmarks that can be recognized at night—these will usually be objects that cut the skyline. Practise this system as often as possible.

iv. See Infantry Section Leading, for what is required of the squad commander.

3. Leadership. Discipline and morale.

i. On training it is easy to allow details of battlecraft to be carried out in a perfunctory manner, to allow an atmosphere of peace-time field-days to creep in. This is dangerous as the training you do now will be reproduced in war.

The junior leader must exert his command, enforce the details of battle discipline.

ii. *Failure to do this in training may be reproduced as failure in war in the following ways:—*

- (a) *Under dive bombing.* A great deal of noise, much discomfort but few casualties may be sufficient to produce the feeling "we have been bombed out, we must go."
- (b) *Under mortar fire.* In the same way much noise and discomfort and a feeling of helplessness at being out-ranged may produce the feeling "we have been mortared out."
- (c) *By infiltration tactics.* The enemy may work a light machine gun, sniper or Tommy gunner round the rear. The sound of firing in rear may produce the feeling "we are surrounded, we must withdraw."
- (d) *When over-run by tanks.* The noise, fire power and irresistible appearance of tanks has made many men feel "we have been over-run, there is nothing we can do, we give up."

These horror warfare tactics are designed to shake morale. The enemy seeks to make us change our minds about sticking it out. He wants to save time and men by winning without a fight.

iii. *The answer to horror warfare methods.*

- (a) *Battle discipline.* Enforced by a high standard of leadership. All ranks must know all about enemy methods. Thus they will not be surprised for they will meet what they expect.
- (b) *High morale. A keen fighting spirit.* This is more than discipline alone. It includes and emphasizes the qualities of enthusiasm, confidence in leadership, unselfishness, moral courage, initiative and aggressiveness. This is the work of the leader.
- (c) *Battle inoculation.* This is the process of making men accustomed to the noise and shock of war by submitting them to fire as near as safety will allow. (See Section 29.)

Sec. 18. Use of ground.

1. The junior leader must be able to lead his command across country. This is the application of practical battlecraft to simple tactical movement.

2. Preliminary training.

i. *Men must know intuitively, subject to orders from the squad commander, the best way to get from one spot to another. The squad commander must know what orders to give.*

ii. To gain this skill, small exercises should be done on the following lines :—

- (a) Give a simple tactical setting. Define the enemy position. Give objectives to be reached and a general line of advance.
- (b) The squad then discuss their route and their method of movement. Attention will be paid to considerations of cover from view and fire, observation, fire positions and control of the squad.
- (c) The squad commander then leads his squad to the objective. The enemy must be represented and should blow a whistle or fire a round of cracker blank if the squad exposes itself.
N.B.—The enemy must be in a likely fire position. After the move is completed the instructor criticizes. The squads should then be changed over—the enemy doing the advance.

iii. The object of this type of exercise is to build up by experience :—

- (a) Power of control of the squad leader.
- (b) Ability of the individual to work as part of the battle team or squad.
- (c) To get the commander and his squad used to moving together so that choice of route and control become instinctive.

3. Advanced training.

This is no different from the elementary training except that :—

- i. Harder and longer moves should be made.
- ii. More than one squad can be exercised under command of battle platoon H.Q. This will exercise the platoon commander in choice of route and control of his platoon in the field. At the same time the squads will get used to working as part of the battle platoon.

4. Points to remember.

- i. *Sweat saves blood.*
- ii. *Brains save both sweat and blood.*
- iii. *Dead ground—live men.*
- iv. *Take inevitable risks as far away from the enemy as possible.*

Sec. 19. Orders.

1. There are three types of orders that the junior leader must understand and that all ranks must be familiar with :—

i. *Detailed orders.* These are given at some length before an operation or patrol starts. (See Home Guard Instruction No. 30. Appendix A and Infantry Section Leading.)

ii. *Anticipatory orders.* These are given from time to time to cover the probable course of events. They get everyone prepared. Only a short executive order is needed to put them into effect.

iii. *Battle drill orders.* These are the short incisive orders given in battle. They can be short because previous rehearsal will have

made the squad commanders and individual men familiar with what is required of them. They govern tactics, movement and control of fire.

Many examples are given in Part II of this Instruction. Get to know them well. Get used to using them.

Sec. 20. Signals and intercommunication.

1. Communication within the battle platoon can be by the following methods:—

- i. Visual.
- ii. Sound.
- iii. Word of mouth.

2. Visual.

i. Hand signals (see Infantry Section Leading) are laid down, but many units have developed their own additional signals for various orders in battle drill, e.g., *Right flanking*. The right arm swung, level with the shoulder, as for a "right hook."

ii. Rifle signals (see Infantry Section Leading).

iii. Where hand signals are to be used look out for them as the signaller will not be able to expose himself.

3. Sound.

i. Whistle signals (see Infantry Section Leading). Units can add their own signals, e.g.,

(a) Call for covering fire=S.O.S.=Three short, three long, three short.

(b) Assault=one long blast.

(c) Success=Victory V. Three short, one long.

ii. *Sounds of firing.*

(a) The sound of fire being opened may indicate that the covering fire you have been waiting for has started. *If this is to be used as a signal, take care to know and follow the movements of the party concerned, so that you do not mistake the enemy fire for your own.*

(b) An automatic weapon can tap out a message, say the Victory V. This signal can be distinguished through other noise, if listened for.

N.B.—Do not open fire for the sake of a signal if, by holding fire, you can surprise the enemy as to your position.

4. Word of mouth.

i. The rifle and B.A.R. groups of squads must always remain within voice control of the squad commander or second-in-command.

ii. Runners will often be the only available means of communication between the platoon commander and his squad. Runners must be trained not to give away the position of platoon H.Q. or squads by showing themselves to the enemy when going to and fro.

iii. For verbal messages see Infantry Section Leading.

Sec. 21. Observation training.

1. **Individual.** *The only way to improve the powers of observation is by practice. Observation will be brought in to all exercises. The standard must be made progressively higher.*

2. Observation by the squad.

i. As soon as a reasonably high standard of individual skill in observation has been reached, the squad must be trained to observe collectively.

ii. Before approaching the enemy, observation must be organized. The suggested method, known as "observation normal" is :—

Squad commander	front.
No. 1 Rifleman	right incline.
No. 1 Bomber	left incline.
No. 2 Rifleman	right turn.
No. 2 Bomber	left turn.
No. 2 B.A.R.	about turn.
Remainder	front.

iii. Every time a squad or any number of men move off they should be organized to cover the complete circle round them in the above manner, or to suit their formation and task.

iv. Anyone noticing anything of importance will report at once to the squad commander. The squad commander will investigate as he thinks necessary. For example he might crawl to the observer, who has reported, and get him to point out what he has seen.

N.B.—Other observers continue to watch their own sectors.

v. Training for this needs only a little imagination and can easily be made competitive. It can well be carried out on the way to or from training parades. It is just as necessary in streets as in the country.

Squad commanders should be asked to report, at the end of the move, what their squad has noticed.

Although a representative enemy is a help, powers of observation can be sharpened by looking for everyday things.

3. Locating the enemy when observation alone fails.

Probably the enemy will be too well concealed to be picked up by the eye alone. After the first burst of fire he may remain silent. To deal with this situation the following steps can be taken.

i. *Keep the area of the enemy under observation.*

For example the squad commander might order the observer who reported fire being opened to go into a house where he can get a better view. A man on the ground floor may act as a runner between the observation post and the squad commander.

ii. *Open fire on the enemy.*

This may cause the enemy to move or to reply. The observer may get his chance.

iii. *Tempt the enemy to open fire.*

This can be done by exposing a steel helmet or by a man making a short dash across the open to cover beyond.

iv. *Use of snipers.*

A good trained shot may be able to pick out the likely enemy position from his own experience of battlecraft. By stalking the enemy he may be able to open fire from the flank or even rear. This may cause the enemy to move and again the observer will get his chance.

5. Training should be mutual—squad versus squad—and designed to bring out the above points.

Sec. 22. Control of movement across obstacles.

Each squad commander must organize his squad and train them to carry out these simple moves.

1. Climbing a high wall or bank.

Two men stand with their backs against the obstacle with their hands linked together to form a step. They give the squad a leg up one at a time.

The first man up should be No. 1 on the B.A.R.

The last two up remain on top to pull up the two men who made the step, taking their rifles first.

2. Concertina wire or double apron.

The leading man shields himself by stretching out his arms above his head, and keeping his rifle in front of his face. He then lies flat on the wire and the squad walk over his back.

3. Wire fence.

The first two men hold the wire apart or cut it, allowing the remainder to pass through at high speed.

4. Open gaps and gateways.

The squad is formed up in line well short of the gap and all double across together. This does not give the enemy time to open fire while they are in the open.

The squad must at once shake out to normal intervals on reaching the far side.

5. Obstacles at night.

i. Silhouettes against the sky must be avoided, e.g. to cross a gap by night—crawl as low as possible.

The greatest care is needed on the far side to re-form the squad.

ii. To cross wire at night :—

(a) Keep low so that the wire can be seen against the sky.

(b) If no cutters are available the first man lies on his back, lifts the wire with his hands and lets the squad through.

N.B.—Each man may have to go through on his back holding the wire for himself.

- (c) If cutters are available, the two leading men work together, one holding the wire with both hands close together, the other cutting between the hands. This prevents noise and stops the wire springing back.

Lower strands should be cut and the squad should crawl through in the normal way.

6. Points to note in training.

- i. *Emphasis must be laid on the TACTICAL side.*
- ii. *The squad commander must control his squad.*
- iii. *The squad commander must ensure that his men do not bunch and do not all go for the easy place in the obstacle.*
- iv. *The squad commander must ensure that the squad forms up tactically as soon as it is over the obstacle. As each man gets over he should take up a fire position.*

Sec. 23. Fire control.

1. *There will never be unlimited quantities of ammunition. Therefore every round must tell.* The squad commander and second-in-command must ensure this by controlling the fire of their men.

2. *The individual man, except the rifleman acting as sniper, will not normally fire without orders when within voice control of his squad commander or second-in-command who will control the fire.*

3. The principles of application of fire and fire orders are given in S.A.T., Vol. I, Pamphlet No. 2.

4. Fire orders can be reduced to a minimum when all members of the squad know the full method. Work up to the standard of short order used for battle drills in Part II.

The acid test is whether fire is effective. It won't be if preliminary training is skimped.

5. Remember that in attack you aim to draw the enemy's fire and find out where he is while not disclosing your own plan.

Similarly in defence, do not let your fire be drawn and thus give away your position. Opening of fire in defence will normally be ordered only by the squad commander. The platoon commander's orders as to policy must be clear on this matter, for each post.

Sec. 24. Care of arms.

The squads are now about to learn their battle drills. They will have many things to think about and do at the same time. *One of the first weaknesses which will appear is a tendency to treat weapons carelessly. Arms so treated will let their owners down at the critical moment.*

Look out for this tendency and correct it from the beginning. Arms must be cleaned and cared for in battle. See that they are in battle drill.

CHAPTER IV.

USE OF LIVE AMMUNITION FOR TRAINING, PART I.

Sec. 25. General. (See Section 6.)

1. i. Ammunition will NOT be used for the following until authorization is given. Even then the strictest economy will be observed.

ii. *After using live ammunition the men under instruction will consider the number of rounds used. Whether their use was effective. How much would remain, if it was an operation in war.*

2. For detailed regulations as to safety and place of firing see Appendix A.

Sec. 26. Demonstration of Home Guard weapons and penetration. (See Section 14.)

Home Guard Instruction No. 27 gives a protection table. Prove its accuracy by demonstrating weapons against the materials mentioned.

This demonstration can be given to a large number of men at a time. After firing they should be divided into groups of ten to walk round the objects fired at. Each exhibit should be labelled with the detail of what it is and should be backed by a piece of cardboard to show ultimate penetration. An instructor should stand behind each exhibit to answer any questions.

Count the number of rounds expended and think how many you would have left.

Sec. 27. Selection of fire positions. (See Section 15.)

1. Individual.

i. *The acid test of battlecraft is whether the target is hit.*

(a) If the battlecraft of the firer is not good he will not live to shoot. Training for this is outlined in Sec. 15.

(b) If the man cannot shoot straight he will not get fire effect. The man learns to shoot on the range.

(c) To combine the two arts is the next step. This must be done once the individual is proficient on the range. Thereafter, the individual should do all his firing in the ways described below, firing only on the range to test the accuracy of his weapon or to check inaccuracy in himself.

ii. This combination is the first stage of field firing. THE OBJECT OF FIELD FIRING IS TO TEACH NOT TO TEST. Practice will be based on the following lines.

(a) Enemy represented by a small target, e.g., Figure 5 or Figure 3.

(b) Paint short tactical picture, which will involve firer in a fairly long crawl before getting into fire position.

(c) Firing must be individual (i.e. one man one target). Two rounds only should be fired. Each man must be watched

throughout the stalk and firing. *The instructors must be on a basis of one per man firing. They must act as umpires, representing enemy fire.* The firer inspects his target which is then patched up for the next shot.

iii. This type of individual practice must be carried out with the Sten, the B.A.R., the Lewis gun, the shot gun, and with grenades as well.

2. Collective. (See Chapter III, particularly Sec. 23.)

i. The object here is to teach the junior leaders and men of the squad how to apply the fire of the squad as a whole.

Throughout this phase emphasis must be laid on the control, leadership and battlecraft of the squad commander and second-in-command. *In particular, fire orders and fire control will be stressed.*

ii. *Rifle Group.* Four men armed with rifles, Stens and/or shotguns led by the squad commander should be exercised in a similar way to that outlined in para. 1 above.

Points to note are :—

- (a) This is still teaching. Therefore instructors must watch all firers.
- (b) Linear targets must be given to practise distribution of fire.
- (c) The whole rifle group must work as a team.
- (d) The instructor acts as an umpire and paints a picture of enemy fire.

iii. B.A.R. Group.

The second-in-command with the numbers 1 and 2 on the gun work as a team as in ii. above.

Points to note are :—

- (a) The last few yards of crawl might be done by the No. 1 alone. This ensures the minimum of exposure.
- (b) The second-in-command observes the result of fire.
- (c) The No. 2 supplies new magazines. To practise supply of ammunition, even if only two rounds are to be fired, each should be in a different magazine.
- (d) The instructor acts as an umpire and paints a picture of enemy fire.

iv. The number of rounds to be fired will be kept to a minimum at this stage. The standard to achieve is one man, one target, one round, one hit.

v. **GRENADERS WILL NOT BE THROWN AT NIGHT ON TRAINING.** This because of the danger of blinds being lost.

vi. Targets are necessary to show the accuracy of the firer. To exercise junior leaders and individuals in indication of targets these should be reasonably well concealed.

Sec. 28. Night training.

1. Similar schemes to those given in Section 27 can be carried out.
2. Important points to bring out are :—
 - i. Aimed fire impossible except at very short range.
 - ii. Poor results are inevitable.
 - iii. How the flash blinds the firer.
 - iv. Therefore *it is better to use the bayonet, Sten and shot-gun at night. Practise with these weapons.*
3. i. Keep ammunition expenditure down to a few rounds per man.
- ii. Make sure of your safety arrangements.

Sec. 29. Leadership. Discipline and morale.

1. The importance of linking together all forms of individual training must again be emphasized.
2. Elementary battle drills (as applied to the individual, the squad and junior leaders) with live ammunition must be made the occasion for special effort by all concerned.
3. Battle inoculation can be carried out at any stage of training. Safety precautions are at Appendix A.
 - i. The object of battle inoculation is two-fold :—
 - (a) To get men used to the noise of being under fire.
 - (b) To enable men to spot and pinpoint an enemy weapon in action.

Both these objects should be achieved in any one demonstration. No demonstration will be laid on which forces those under instruction to get their heads under cover. They must keep their heads up and observe all the time.

ii. Firing towards and over the squad under instruction can be carried out in all battlecraft and observation training shown in Chapters II and III.

iii. Apart from getting used to the crack of a bullet overhead, men must get used to picking up the enemy from the "thump" and smoke made by the weapon firing. See Section 12, 2 for a suitable type of exercise.

iv. **BATTLE INOCULATION WILL NOT BE CARRIED OUT AT NIGHT.**

APPENDIX A.

SAFETY RULES FOR USE OF LIVE AMMUNITION
FOR TRAINING PURPOSES.

1. These rules which are to be used as a guide, are produced to cover the use of live ammunition for purposes of :—

- i. Battle inoculation.
- ii. Field firing.

It must be borne in mind that these two types of training may be carried out together and that these rules will have to be adapted to meet the requirements of particular exercises.

A. Battle Inoculation.

2. All firing of live ammunition will be controlled by an officer or a warrant officer or senior N.C.O.

3. Single rounds or short bursts only will be fired.

4. The firer will only use :—

- i. A weapon he knows thoroughly.
- ii. A weapon that has been correctly zeroed.

All firers will be specially selected for their marksmanship in the particular weapon being used.

5. Before opening fire, the firer must appreciate both the ground at the selected point of impact of the bullet or bomb and the ground beyond the point of impact.

6. The ground selected for the point of impact should, if possible, be of a type unlikely to cause ricochets. In any case *fire will never be put down between the firer and the student*. The point of impact will be well to the flank, in line or beyond the students. This minimizes the possibility of a ricochet. Ricochets may deviate 45 degrees or more from the point of impact.

7. For the purpose of battle inoculation bullets which pass five yards over the heads of the students have the same psychological effect as if they only passed five feet overhead. Therefore, a wide safety margin can be allowed without deterioration in the value of the training given. The overhead safety margin will never be less than five yards ; it should usually be more. The greater the range the wider the safety margin should be. Overhead fire will not be attempted for training purposes at ranges over 500 yards. Overhead fire will always be given from a tripod. Therefore the medium machine is the only Home Guard weapon that can be used for this.

8. If there is any doubt as to the safety of either students or civilians, do not fire.

9. No person, other than those detailed to use live ammunition, will carry or use it.

10. The firer must be completely in the picture as regards all possible methods of approach of the students. This is of increasing importance in view of the developments in individual camouflage. The firer will not fire if he cannot see the students.

11. Sentries must be posted to prevent people entering the danger area.

B. Field Firing.

12. An officer, warrant officer or experienced senior N.C.O. will accompany each squad, platoon headquarters and rifle-bomber in order to ensure safety. He must know:—

- i. The point of origin of the live ammunition.
- ii. Where the point of impact will be.
- iii. How to stop the fire if necessary.

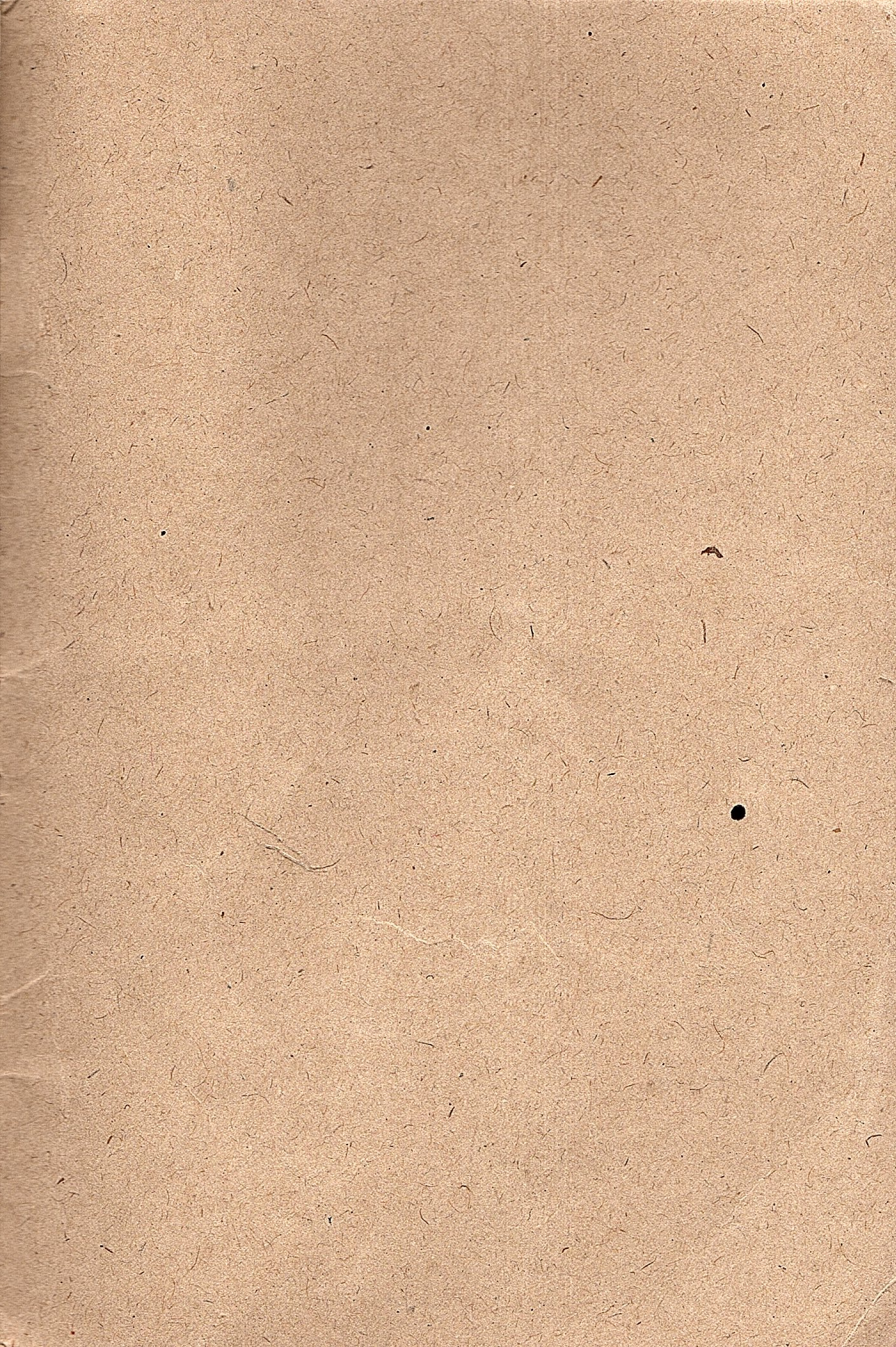
13. Officers, warrant officers and N.C.Os. accompanying troops carrying out field firing must have carried out a reconnaissance on the ground prior to the exercise.

14. Accompanying officers should also be used to watch the tactical handling of their party, as well as its safety. They will also be responsible for the safety of other troops when their own party opens fire.

15. Field firing will be carried out against stationary targets only. Moving targets requiring butt parties will not be used.

16. Signals for the opening and cessation of fire by covering weapons must be carefully worked out. Covering fire should always be carried out by observation if possible.

17. All civilians living in the proximity of the field firing area should be warned when field firing is going to be carried out. This can probably be done best through the local police and by placing a notice on the local parish notice boards. The fact that this warning has been given does not do away with the necessity for sentries—see paragraph 11 above.





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